

## INSTRUCTION BOOKLET

NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?



**Nintendo**

**AUTHORIZED REPAIR CENTERS™**  
**1-800-255-3700**

[www.nintendo.com](http://www.nintendo.com)

**EmuMovies**

**Nintendo**

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN USA

# KEN GRIFFEY JR.'S Sluggfest™





**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.



Thank you for selecting the Ken Griffey Jr.'s Slugfest™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



[www.majorleaguebaseball.com](http://www.majorleaguebaseball.com)  
[www.bigleaguers.com](http://www.bigleaguers.com)

Voice Compression Technology Licensed by Factor 5.

©1999 Nintendo. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. ©MLBPA, Official Licensee-Major League Baseball Players Association. Slugfest trademark used under license from Williams Electronics Games, Inc. TM, ® the "N" logo and the "N" sports logo are trademarks of Nintendo of America Inc. ©1999 Nintendo of America Inc.

## CONTENTS

About the Controller.....	3
Controller Functions .....	5
Accessories .....	9
Getting Started .....	10
Season Options.....	13
Lineup .....	15
Bullpen .....	16
Create a Player.....	17
Player Ratings .....	18
Home Run Derby™ .....	19
World Series®.....	19
Warranty & Service Information .....	22



# ABOUT THE CONTROLLER

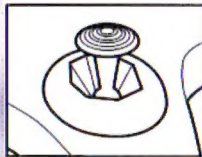
## The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center<sup>SM</sup>.

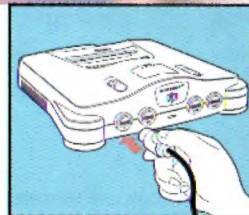
## Holding the Nintendo 64 Controller



While playing Ken Griffey Jr.'s Slugfest, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

## Connecting the Nintendo 64 Controller

Two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two controllers in order to play the two-player game modes.



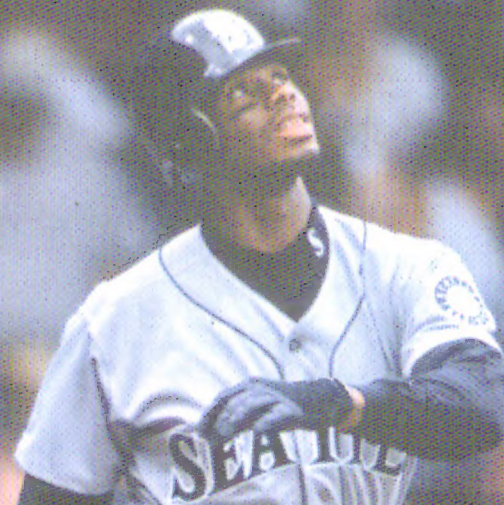
# CONTROLLER FUNCTIONS



## BATTING

<b>A Button</b>	Swings
<b>B Button</b>	Bunts
<b>Control Stick</b>	Moves batter in box and also moves the batter target

How you swing will determine the curvature of the ball. Pushing the batting target away from the batter as you swing will curve the ball away from the hitter when it's hit. Pulling the batting target towards the batter as you swing will cause the ball to curve towards the batter when it's hit. For example, if a right-handed hitter pushes the batting target as he hits the ball, the ball will curve towards the right-field line after it's hit.



## RUNNING

<b>C Buttons</b>	Takes a lead or runs toward the base
<b>R Button</b>	All runners lead or all runners advance
<b>Z + C Button</b>	Runs back to a base
<b>Z + R Button</b>	Sends all runners back

*Tap the C Button four times towards a base to automatically try for a steal (three taps to lead, a fourth tap to steal). This also works with the R Button.*





# CONTROLLER FUNCTIONS



## PITCHING

<b>A Button</b>	Fastball
<b>B Button</b>	Standard Pitch ( <i>Curve, Slider, or Screwball</i> )
<b>Z + A Button</b>	Changeup
<b>Z + B Button</b>	Specialty Pitch
<b>C Buttons</b>	Attempts a pick-off
<b>C+ Button</b>	Shift outfield
<b>R Button</b>	Looks at pitch selection and fatigue
<b>Z + C Buttons</b>	Looks at base
<b>Control Stick</b>	Directs the pitch (you can move ball after the pitch as well)

## POWER UP

To throw any pitch at maximum speed, hold the corresponding button(s) for a second before releasing. The Super Change and Knuckleball will be slower when thrown at maximum speed. Pitches thrown at maximum speed will fatigue the pitcher more quickly.

Tapping the button(s) will throw a pitch at both minimum speed and fatigue. *Specialty pitches depend on the pitcher. They are: Super Fast, Super Change, Cut Fastball, Split-Finger and Knuckleball.*



## FIELDING

<b>A Button</b>	Dives
<b>B Button</b>	Jumps
<b>C Buttons</b>	Throws to a specific base
<b>Control Stick</b>	Runs
<b>Z + C Button</b>	Runs to a specific base
<b>R Button</b>	Switch between the two outfielders nearest the ball





## ACCESSORIES

### N64 EXPANSION PAK™

The default mode is high resolution. If you have the N64 Expansion Pak, the game will automatically switch to super-high resolution mode.

### N64 RUMBLE PAK™

This game is compatible with the Rumble Pak® accessory; however, before using, make sure to read the Rumble Pak accessory instruction booklet.



## GETTING STARTED

Correctly insert the Ken Griffey Jr.'s Slugfest Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press **START** to access the Main Menu.

### EXHIBITION

Play one or two players in a single game. If you want to play an All-Star game, select this mode, then choose the AL and NL teams to play with.

### SEASON

Up to four players can have teams in a full 162 game season, a short 81 game season, or play just the final month of the season in Pennant Chase mode.



### WORLD SERIES®

One or two players go head-to-head in a best-of-seven series to see who will be the World Champion.

### HOME RUN DERBY™

Up to four players can compete in the ultimate test of home run hitting power.

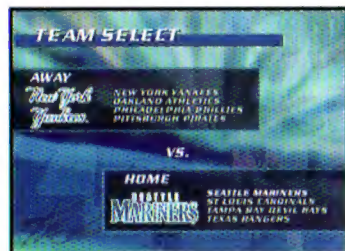
### CREATE A PLAYER

Custom build your very own major-leaguer.



## PICKING A TEAM

1. Select the away team first, then the home team.
2. The **Control Stick** cycles through the choices, the **A Button** selects, and the **B Button** takes you back one step.
3. Next, on the Controller Select screen, pick which controller (or player) is home and which is away.



## PICKING A STADIUM

1. Pressing **↑** and **↓** on the **Control Stick** will cycle through each stadium.
2. To view the stadium, press the **Z Button**. Once you are in the stadium, you can look around by pressing and holding the **A**, **Z** or **C Button** and rotate the view with the **Control Stick**. The **B Button** will take you back out of the stadium. The **R Button** backs up the camera view.
3. On the Stadium Select screen, after selecting a stadium, moving the **Control Stick** **←** and **→** will change between a day and night game.



## GAME OPTIONS

- Skill Level:** Rookie / **Veteran** / All-Star
- Batting Style:** **Arcade** - Uses batting target  
Classic - No Target
- Pitch Graphics:** **Yes** - Displays the pitch locator/target  
No - No display at all
- Pitcher Cam:** **Yes** - Vs. CPU only  
No - Normal view
- Running Style:** **Assisted** - Forced runners go on their own  
Manual - You have to control ALL the running
- Auto Fielding:** Yes - Outfielders automatically position themselves under a fly ball  
**No** - You do all the work
- Background Music:** Yes/**No**
- Grieffy Commentary:** Yes/**No**
- Video Resolution:** Medium/High/Wide/Super  
Super is ONLY available with the N64 Expansion Pak™
- Video Filter:** (Yes/**No**) Smoothes out the image
- Options highlighted in **red** denote default setting.



## SEASON

To start a new season you must first set the season options.

\* For each step, the **Control Stick** (← and →) switches between YES and NO, the **A Button** makes the selection, and the **B Button** will take you to the previous screen.

The options listed below can ONLY be selected before the season begins.

### HUMAN PLAYERS

Select the number of human players (1-4).

### TEAMS

Select the number of participating teams (30, 28, 26, 24, 20, 16, 12).

### DRAFT

If you want to draft your teams, choose **YES**. If you want the regular rosters, choose **NO**.

### TRADING

Turn the ability to trade ON or OFF.

### TRADE ADVANTAGE

When turned ON, any trade is possible as long as each team is left with an eligible player at each position. If turned OFF, the CPU can reject unfair trades.

### FREE AGENTS

This allows you to choose from a list of available free agents during the season.

### INJURIES

Do you want players to be able to get injured during the season? This doesn't mean they will get injured, only that they can.

### SCHEDULE LENGTH

Select a full season (162 games), mid-season (81 games) or Pennant (last month of the season).

**NOTE:** If the home team is in the American League, then you will play with a designated hitter.

## DRAFTING

1. The left side of the screen is your team, while the right side lists the available players by position and statistical category.
2. The **C** ← and → **Buttons** will cycle through the player lists on the right side. The players are listed by position and also by statistical category (you can check out who is the best available HR hitter, the best RBI guy, the best strikeout pitcher, etc.). Move the Control Stick to the desired position, then press the **A Button** to move to the player list. Press the **A Button** to make your selection.
3. To make the computer picks go faster, hold the **Control Stick** ←.
4. To look at a player's ratings and stats during the draft, press the **Z Button** when his name is highlighted.

## TRADING

When the Trade Advantage is on, the CPU will accept almost any trade. This is the Trade Advantage option and is located in the **Season Options** menu.

1. Use the **C Buttons** to select a team.
2. Highlight a player with the **Control Stick**.
3. Press the **A Button** to choose the players to trade, then press **START** to confirm the trade.



## LINEUP

From this screen you can change your batting order, change your starters, or change player position. During a game you can pinch hit, pinch run, or put in a substitute fielder.

1. Highlight the player to be changed by using the **Control Stick**, and press the **A Button** to select that player.
2. The **B Button** will undo the selection.
3. Then, highlight the player you want to switch using the **Control Stick**, and press the **A Button** to make the switch.

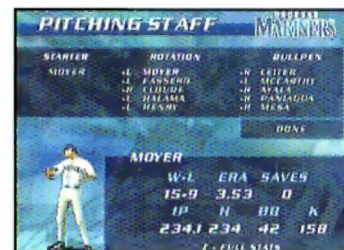


To change positions, just highlight the position instead of the player's name, and press the **A Button** to make the switch.

## BULLPEN

Making changes in the bullpen is the same as in the lineup.

1. Use the **Control Stick** to highlight the pitcher you want to replace and press the **A Button**.
2. Highlight the new pitcher you want to use with the **Control Stick**, and press the **A Button** to make the switch.
3. Pressing the **B Button** will undo the selection.



## FREE AGENTS

Sign free agents if you need to even out the number of players on your roster after a lopsided trade, or just to add some new blood to your team.

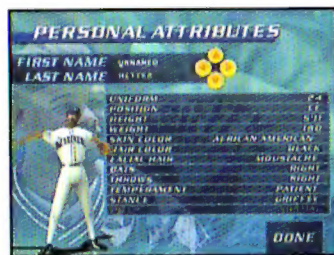
Use the **Control Stick** to highlight the player you want to sign or drop, then press the **A Button** to select them or complete the transaction. The **B Button** will take you to the previous screen.



## CREATE A PLAYER

You can create and save up to 20 players.

First fill out the player profile for the player's physical characteristics, then assign skill points to each of the player's attributes. You will have a set number of points to distribute among the player's pitching, hitting, and fielding ratings. To see what each rating represents, see **PLAYER RATINGS** on the next page.



- Press the **C+** and **+** **Buttons** to change letters. Press the **C+** and **+** **Buttons** to move between letters. Press the **R Button** to clear a name. Press the **A Button** to move from first to last name.
- Move the Control Stick **+** and **+** to change a player's characteristics. Press the **A Button** to confirm (**B Button** to cancel).
- Use the **Control Stick** to change a created player's attributes.

**NOTE:** The PA announcer will announce created player's names if they match up with current player names and/or selected other names.

## PLAYER RATINGS

Players are rated from 1-10 in the following categories with 10 being the best.

### HITTER/FIELDER RATINGS

#### Batting

This stat will tell you how well the player hits for average and makes contact with the ball.

#### Power

This represents how well the player hits home runs and how far they drive the ball when they hit it.

#### Running

This tells you how fast the player can run on the field and on the base paths. It also relates to how well they can steal bases.

#### Arm

This rating represents how well the player can throw in the field. For infielders it indicates how hard they throw across the diamond, while for outfielders it is how far they can throw the ball on a fly.

#### Defense

This will tell you how good a fielder the player is and how likely it is that they will make an error.

### PITCHER RATINGS

#### Speed

This determines how fast the pitcher can throw.

#### Stamina

This determines how long the pitcher can go before he gets tired.

#### Control

The higher the Control number, the more you can curve the pitches on the way to the plate.



## HOME RUN DERBY™

Hit as many home runs as you can, and make them as long as possible.

Up to four players can participate in the Home Run Derby™. Choose **Traditional** (you are up at bat until you get 10 outs) or **Alternate** (each player gets one out at a time until he gets 10 outs).

Select the hitters you want to play with by using the **Control Stick** to cycle through the teams and players. Press the **A Button** to make your selection and the **B Button** to go back to the previous selection.

After the Derby is over, the player with the most home runs wins (as a tie-breaker, the player with the longest home run wins). Use the **Control Stick** to cycle through each player's statistics after it's over.

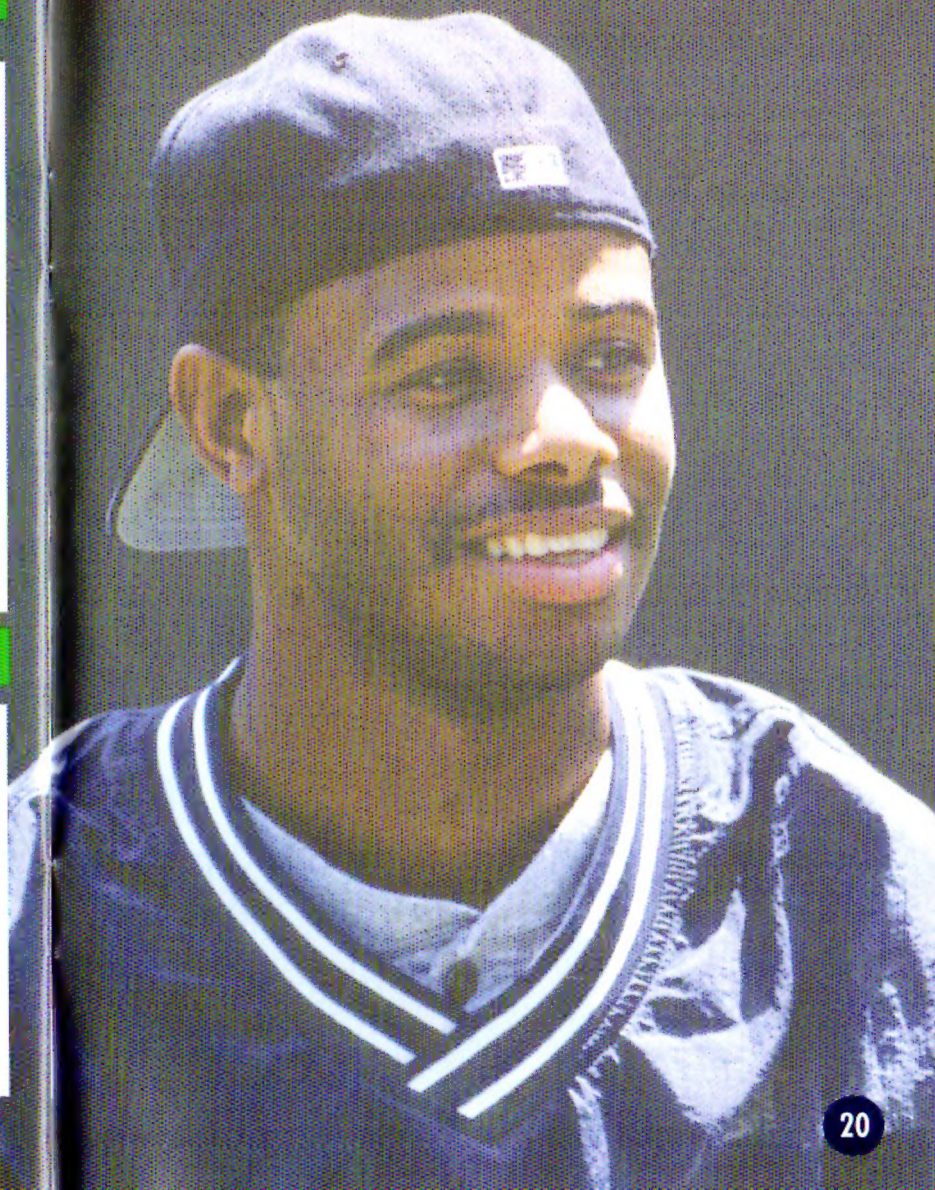
*All players use Controller 1 for the Home Run Derby™.*

## WORLD SERIES®

Play a best-of-seven series with one or two players.

1. Select the two teams you want to use in the series.
2. The **Control Stick** cycles through the divisions and the teams.
3. The **A Button** makes a selection.
4. The **B Button** takes you back to the previous screen.

You can change lineups, players, and pitchers through the **LINEUP** and **BULLPEN** options.





## IMPORTANT:

REV B

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

**For further information or assistance, please contact:**

Nintendo Consumer Assistance Hotline  
1-800-255-3700 (U.S. and Canada)  
Or your local authorized Nintendo retailer.

## WARRANTY AND SERVICE INFORMATION:

REV - K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without calling us first.

### HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

### GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.